

ABSTRACT

In order to form an image by projecting a texture 520 at an arbitrary angle to an arbitrary position on a surface of an object 500 represented as a 3D model, texture data 520 is divided into texture lines
5 530 having a width of one dot and a length equal to the number of dots on one side of the texture. Then, supposed is a stereoscopic object 540 based on one texture line 530 that the texture line is extended in a light travel direction while possessing color information from an arrangement relationship between the texture line 530, object model 500 and virtual
10 light source in the three dimensional space. The intersecting part 510 between the stereoscopic object 540 and the surface of the object model 500 is defined as a region for rendering the texture line, and thereby a stereoscopic object 540 is rendered onto the defined region.